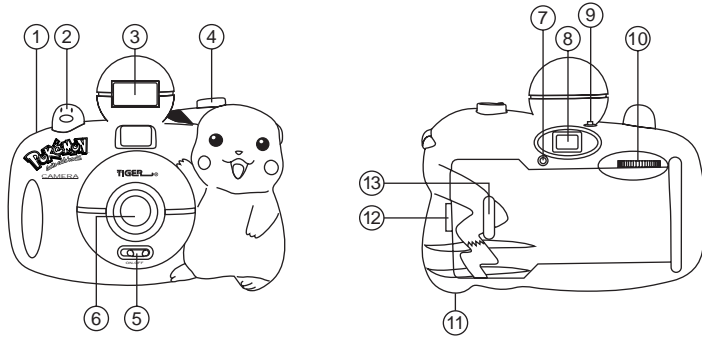




GETTING STARTED

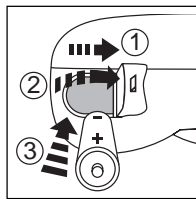


1. Film Counter Window
2. Shutter Button
3. Built-In Flash
4. Rewind Knob
5. On/Off Switch
6. Camera Lens
7. Flash Ready Light
8. Viewfinder
9. Rewind Release Button
10. Film Advance Wheel
11. Battery Compartment(Bottom of camera)
12. Film Compartment Door Tab
13. Film Loading Compartment

BATTERY INSTALLATION

To open the battery compartment cover, push the cover in the direction of the arrow (1) marked on the outside of the cover. Lift the cover to insert the battery (2).

Insert 1xAA / LR6 battery (not included), making sure to align the "+" and "-" signs as shown (3). Return the battery compartment cover to its original position.



CAUTION

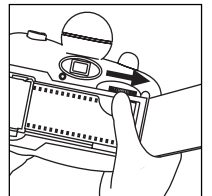
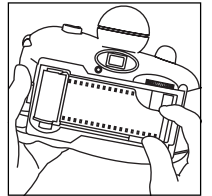
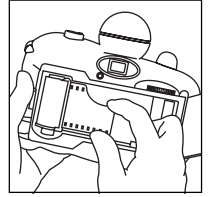
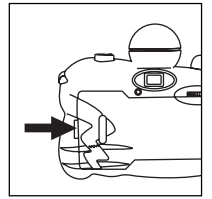
- DO NOT MIX OLD AND NEW BATTERIES.
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
- BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.
- NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED.
- RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED (IF REMOVABLE).
- RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION (IF REMOVABLE).
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.
- BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY.
- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
- THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED.

CHOOSING FILM

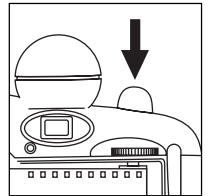
This camera accepts standard 35mm (135mm) film with up to 36 exposures. Suggest to use ISO 400 film.

LOADING THE FILM

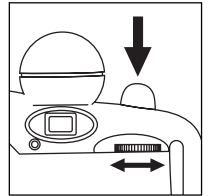
1. Move the film compartment door tab to the right to open the film compartment door.
2. Insert the film cartridge into the left side of the film compartment. Make certain the film cartridge fits securely or the film will not advance.
3. Pull out the film cartridge leader from the cartridge and insert the tip of the film into the slot of the take-up spool. The take-up spool is located on the right side of the film compartment. Turn the manual film wheel so the slot for the film is facing up. Make certain the film leader fits completely into the slot before proceeding. The second or third lower perforation on the film must lock onto the small tab on the edge of the slot.
4. Turn the film advance wheel to the right until it stops turning. Make certain that the upper perforations on the film are properly aligned with the film wheel between the two film compartments. If the film advance wheel does not stop, the film has not been loaded properly.



5. Press the shutter button once and turn the film advance wheel again to make certain the film has wound onto the take up spool properly.



6. Close the film compartment door. Press the shutter button and turn the film advance wheel until the number "1" appears in the film counter window.



POKÉMON BORDER

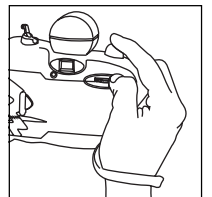
The Pokémon border will appear on each photo taken with this camera. The border will look like the photo on the right.



CARRYING STRAP

Place the strap around your wrist. The strap does not need to be tightened or secured to the wrist. Placing the strap on the wrist prevents the camera from falling out of your hands should it be accidentally hit.

Carry the camera using the strap to avoid pressing any buttons. Be careful not to hit the camera against any hard objects or it will cause damage to the camera or lens.



SHUTTER BUTTON

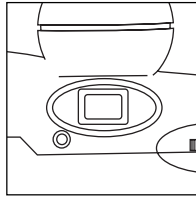
The shutter button must be pressed down each time you take a picture. Press the button and a slight "click" will be heard to indicate the camera has taken a picture.

IMPORTANT NOTES:

1. The shutter button will not take another picture if the film advance wheel was not advanced when the previous picture was taken.
2. The shutter button will not function when the film has reached the end of the film cartridge. Make certain the number of exposures in the film counter window matches the exposures on the film.

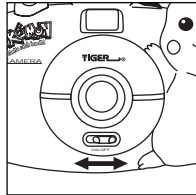
VIEWFINDER

To take a picture, look through the viewfinder located in the middle on the back of the camera.



TURNING ON THE CAMERA WITH BUILT-IN FLASH

Turn **ON** the camera by sliding the switch to the **ON** position. When the "Flash Ready Light" goes on, the camera is ready to take a picture.



It takes approximately 8 seconds for the flash to charge after each use. The flash ready light will go on when the flash is ready.

IMPORTANT NOTE:

Remember to turn **OFF** the camera when not in use to protect the lens.

TAKING A PICTURE

1. Install new batteries for best results
2. Load the film
3. Turn on the camera and wait until the flash ready light is on
4. Look into the viewfinder
5. Press down on the shutter button
6. Turn the film advance wheel clockwise to advance the film

Congratulations - you have taken a picture using the Pokémon Camera!

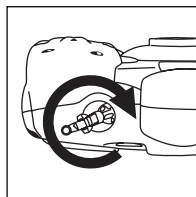
FOR BEST RESULTS

1. Turn on the camera and wait for the flash to be charged.
2. Hold the camera steady. If necessary, place the camera on a stable surface.
3. Press the shutter button gently so the camera does not move.
4. Don't forget to turn the film advance wheel each time you take a picture.
5. Monitor the film counter window and do not take any pictures when the number in the window matches the film exposures on the film.

UNLOADING THE FILM

When the film counter window matches the film exposures on the film, the film cartridge must be rewound and removed.

To rewind the film, press the rewind release button, unfold the rewind crank, and turn the crank clockwise.



When the film is almost completely rewound, there will be slight tension against the crank. Continue to turn the crank until the tension is released and the entire film is wound onto the film cartridge.

Open the film compartment, remove the film and bring the film to a film processing center.

CAUTION DEFAULT OR DAMAGE

If a part of your game is damaged or something has been left out, **DO NOT RETURN THE GAME TO THE STORE.** The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONICS, LTD. REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$10. Payments must be by check or money order payable to Tiger Electronics, Inc.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Ltd. Repair Dept.
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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